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Subject: AGT defense guns crooked and How to set limits?

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:02:00 GMT

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By crooked, I assume you mean, not lined up horizontally with the AGT? If this is the case, then move the controller towards the rear of the building as in the picture in the Westwood docs. You can edit its range settings by modifying the settings under: Munitions > Ammo > Ammo\_Structure\_Weapons > Ammo\_AGT\_MG for guns and: Munitions > Ammo > Ammo\_Structure\_Weapons > Ammo\_AGT\_Missile for the missiles. I do not know if it is the correct way of doing it, but it works for the most part. (not sure what units are used for the settings, as 30 for the Obelisk and 30 for the AGT, do not result in the same distance setting.)

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